WHAT IS CLAIMED IS:

| 1 | 1. A method for loading content objects in a content store on a |
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| 2 | network, the method comprising steps of: |
| 3 | waiting for a triggering event; |
| 4 | determining if a first origin server is authorized to store content in the |
| 5 | content store; |
| 6 | loading a first content object from the first origin server onto the content |
| 7 | store without a request for the first content object; |
| 8 | determining if a second origin server is authorized to store content in the |
| 9 | content store; and |
| 10 | loading a second content object from the second origin server onto the |
| 11 | content store without a request for the second content object. |
| 1 | 2. The method for loading content objects in the content store on the |
| 2 | network as recited in claim 1, further comprising a step of determining the popularity of |
| 3 | the content object. |
| 5 | the content object. |
| 1 | 3. The method for loading content objects in the content store on the |
| 2 | network as recited in claim 1, wherein the performance of the loading steps are |
| 3 | conditioned on the waiting step. |
| 1 | 4. The method for loading content objects in the content store on the |
| 2 | network as recited in claim 1, wherein the waiting step comprises at least one of the |
| 3 | following steps of waiting for: |
| 4 | upstream bandwidth between the first origin server and the content store to |
| 5 | fall below a predetermined threshold; and |
| 6 | upstream bandwidth between the second origin server and the content store |
| 7 | to fall below a predetermined threshold. |
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| 1 | 5. The method for loading content objects in the content store on the |
| 2 | network as recited in claim 1, wherein the waiting step comprises a step of waiting for |
| 3 | upstream bandwidth into the content store to fall below a predetermined threshold. |
| 1 | 6. The method for loading content objects in the content store on the |
| 2 | network as recited in claim 1, wherein the waiting step comprises a step of waiting for |
| 3 | connection to the network. |
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| 1 | 7. The method for loading content objects in the content store on the |) |
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| 2 | network as recited in claim 1, wherein the waiting step comprises a step of waiting for | |
| 3 | upstream bandwidth utilization from a client computer to the content store to fall below | а |
| 4 | predetermined threshold. | |
| 1 | 8. The method for loading content objects in the content store on the | 9 |
| 2 | network as recited in claim 1, wherein the waiting step comprises a step of waiting for a | |
| 3 | temporal event. | |
| | | |
| 1 | 9. A method for loading content objects in a content store on a | |
| 2 | network, the method comprising steps of: | |
| 3 | waiting for a triggering event; | |
| 4 | determining the popularity of the content object; | |
| 5 | loading a first content object from the first origin server onto the content | |
| 6 | store without a request for the first content object; and | |
| 7 | loading a second content object from the second origin server onto the | |
| 8 | content store without a request for the second content object. | |
| 1 | 10. The method for loading content objects in the content store on the | , |
| 2 | network as recited in claim 1, wherein the performance of the loading steps are | |
| 3 | conditioned on the waiting step. | |
| 1 | 11. The method for loading content objects in the content store on the | , |
| 2 | network as recited in claim 1, further comprising steps of: | |
| 3 | determining if a first origin server is authorized to store content in the | |
| 4 | content store; and | |
| 5 | determining if a second origin server is authorized to store content in the | |
| 6 | content store. | |
| 1 | 12. The method for loading content objects in the content store on the | |
| 2 | network as recited in claim 1, wherein the waiting step comprises at least one of the | , |
| | | |
| 3 | following steps of waiting for: | . _ |
| 4 ~ | upstream bandwidth between the first origin server and the content store | .O |
| 5 | fall below a predetermined threshold; and | |
| 6 | upstream bandwidth between the second origin server and the content sto | re |
| 7 | to fall below a predetermined threshold. | |

content store; and

| 1 | 13. The method for loading content objects in the content store on the |
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| 2 | network as recited in claim 1, wherein the waiting step comprises a step of waiting for |
| 3 | upstream bandwidth into the content store to fall below a predetermined threshold. |
| 1 | 14. The method for loading content objects in the content store on the |
| 2 | network as recited in claim 1, wherein the waiting step comprises a step of waiting for |
| 3 | connection to the network. |
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| 1 | 15. The method for loading content objects in the content store on the |
| 2 | network as recited in claim 1, wherein the waiting step comprises a step of waiting for |
| 3 | upstream bandwidth utilization from a client computer to the content store to fall below a |
| 4 | predetermined threshold. |
| 1 | 16. The method for loading content objects in the content store on the |
| 2 | network as recited in claim 1, wherein the waiting step comprises a step of waiting for a |
| 3 | temporal event. |
| 1 | 17 A model of Conferding and the filter in a content of the conferding |
| 1 | 17. A method for loading content objects in a content store on a |
| 2 | network, the method comprising steps of: |
| 3 | waiting for a triggering event; |
| 4 | loading a first plurality of content objects from the first origin server onto |
| 5 | the content store without a request for any of the first plurality of content objects; and |
| 6 | loading a second plurality of content objects from the second origin server |
| 7 | onto the content store without a request for the second plurality of content objects, |
| 8 | wherein the performance of the loading steps are conditioned on the waiting step. |
| 1 | 18. The method for loading content objects in the content store on the |
| 2 | network as recited in claim 1, further comprising a step of determining the popularity of |
| 3 | the content object. |
| 1 | 19. The method for loading content objects in the content store on the |
| 2 | network as recited in claim 1, further comprising steps of: |
| 3 | determining if a first origin server is authorized to store content in the |

temporal event.

| 5 | determining if a second origin server is authorized to store content in the |
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| 6 | content store. |
| 1 | 20. The method for loading content objects in the content store on the |
| 2 | network as recited in claim 1, wherein the waiting step comprises at least one of the |
| 3 | following steps of waiting for: |
| 4 | upstream bandwidth between the first origin server and the content store to |
| 5 | fall below a predetermined threshold; and |
| 6 | upstream bandwidth between the second origin server and the content store |
| 7 | to fall below a predetermined threshold. |
| 1 | 21. The method for loading content objects in the content store on the |
| 2 | network as recited in claim 1, wherein the waiting step comprises a step of waiting for |
| 3 | upstream bandwidth into the content store to fall below a predetermined threshold. |
| 1 | 22. The method for loading content objects in the content store on the |
| 2 | network as recited in claim 1, wherein the waiting step comprises a step of waiting for |
| 3 | connection to the network. |
| 1 | 23. The method for loading content objects in the content store on the |
| 2 | network as recited in claim 1, wherein the waiting step comprises a step of waiting for |
| 3 | upstream bandwidth utilization from a client computer to the content store to fall below a |
| 4 | predetermined threshold. |
| 1 | 24. The method for loading content objects in the content store on the |
| 2. | network as recited in claim 1, wherein the waiting step comprises a step of waiting for a |